### **ARTICLE 2**

## **DISTRICTS**

## SECTION 2-1. DISTRICTS.

For the purpose of this ordinance in regulating use of land, water and buildings, and height, bulk, population density and open space, the City of Winchester is hereby divided into the following districts, which are shown upon a map made a part of this ordinance, and designated as the "Official Zoning Map": (6-12-90, Case# TA-89-11, Ord. No. 018-90) (7-10-90, Case # TA-90-04, Ord. No. 026-90,) (9-9-97, TA-97-07, Ord. No. 021-97) (5-9-00, Case TA-00-01, Ord. No. 013-2000)

LR	Low Density Residential District
MR	Medium Density Residential District
HR	High Density Residential District
HR-1	Limited High Density Residential District
RO-1	Residential Office District
RB-1	Residential Business District
B-1	Central Business District
B-2	Highway Commercial District
CM-1	Commercial Industrial District
M-1	Limited Industrial District
M-2	Intensive Industrial District
PUD	Planned Unit Development District
PC	Planned Commercial District
HS	Health Services District
MC	Medical Center District
HW	Historic Winchester District
HE-1	Higher Education District
EIP	Education, Institution and Public Use District
FP	Flood Plain District

## **SECTION 2-2. ANNEXED TERRITORY.**

All territory which may hereafter be annexed to the City of Winchester, Virginia, shall be considered as being in the LR, Low Density Residential District unless otherwise changed by ordinance.

## WINCHESTER ZONING ORDINANCE

# **SECTION 2-3. OFFICIAL ZONING MAP.**

The "Official Zoning Map" and all the notations, references and other information shown thereon are a part of this Ordinance, and have the same force and effect as if the "Official Zoning Map" and all the notations were all fully set forth or described herein. The "Official Zoning Map" adopted April 14, 1976, and subsequently amended, is attested by the Clerk of the Common Council, is on file in the Department of Planning and Zoning, and is attached hereto and made a part of this Ordinance. (10-11-83, Case #83-07, Ord. No. 034-83)